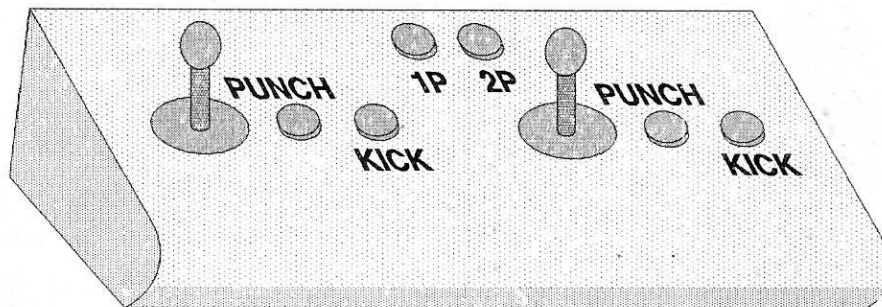
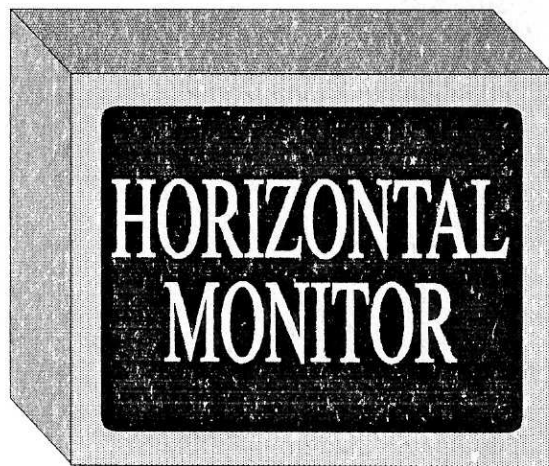


Splatterhouse



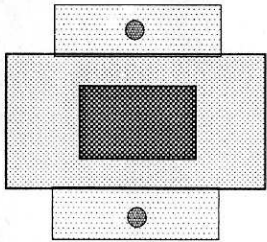
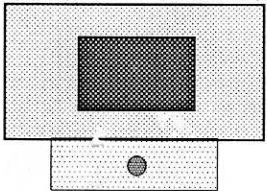
PIN ASSIGNMENT

COLOR	PARTS SIDE	PIN	SOLDER SIDE	COLOR
BLACK	GROUND	1/A	GROUND	BLACK
BLACK	GROUND	2/B	GROUND	BLACK
RED	+5V	3/C	+5V	RED
RED	+5V	4/D	+5V	RED
	(NOT USED)	5/E	(NOT USED)	
ORANGE	+12V	6/F	+12V	ORANGE
	POST	7/H	POST	
WHITE/BROWN	COIN COUNTER (1)	8/J	(2) COIN COUNTER	
	COIN LOCKOUT	9/K	(NOT USED)	
GRAY/GREEN	SPEAKER (+)	10/L	(-) SPEAKER	BLACK
	AUDIO (+)	11/M	AUDIO (-)	
WHITE/RED	VIDEO RED	12/N	VIDEO GREEN	WHITE/GREEN
WHITE/BLUE	VIDEO BLUE	13/P	VIDEO SYNC	WHITE/YELLOW
BLACK	VIDEO GND	14/R	SERVICE SWITCH	
	TEST SWITCH	15/S	(NOT USED)	
GRAY	COIN 1	16/T	COIN 2	
YELLOW/BROWN	START (1P)	17/U	(2P) START	YELLOW/GREEN
YELLOW/WHITE	UP (1P)	18/V	(2P) UP	PINK/WHITE
YELLOW/BLACK	DOWN (1P)	19/W	(2P) DOWN	PINK/BLACK
YELLOW/RED	LEFT (1P)	20/X	(2P) LEFT	PINK/RED
YELLOW/ORANGE	RIGHT (1P)	21/Y	(2P) RIGHT	PINK/ORANGE
YELLOW/BLUE	PUNCH (1P)	22/Z	(2P) PUNCH	PINK/BLUE
YELLOW/GRAY	JUMP (1P)	23/a	(2P) JUMP	PINK/GRAY
	(NOT USED)	24/b	(NOT USED)	
	(NOT USED)	25/c	(NOT USED)	
	(NOT USED)	26/d	(NOT USED)	
	GROUND	27/e	GROUND	
BLACK	GROUND	28/f	GROUND	BLACK

Gene

Splatterhouse Operator's Manual

OPTION SWITCH SETTINGS		DIP SW #1							
OPTIONS		1	2	3	4	5	6	7	8
GAME MODE	GAME SETUP	OFF ON	OFF OFF	OFF OFF	OFF OFF	OFF OFF	OFF OFF	OFF OFF	OFF OFF

SETUP SCREEN MENU OPTIONS		
OPTIONS	CHOICES	
COIN A	COIN 1-9	 TYPE A
	CREDIT 1-9	
COIN B	COIN 1-9	
	CREDIT 1-9	
SOUND	ON OFF	
CABINET	COCKTAIL (A) 2 JOY. UPRIGHT (B) 1 JOY. UPRIGHT (C)	
GAME MODE	NORMAL (OFF) INVERTED (ON)	
DIFFICULTY	NORMAL (A) EASY (B) HARD (C)	 TYPE C
EXTRA MAN	30,000 70,000 EVERY 50,000 50,000 100,000 EVERY 100,000 NO EXTRA LIVES	
* To select option to change move the joystick up or down. * To modify the value of an option move the joystick right or left.		

SPLATTERHOUSE

Two players play alternating turns.

To punch, push the joystick left or right and press punch.

To kick, push joystick up or down and press punch.

To duck pull the joystick down.

Push the joystick left or right and press jump to jump left or right. To jump up simply press the jump button.

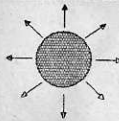
The object of the game is destroy all enemies and complete each stage. To destroy an enemy you must either kick, punch or use your weapon on the enemy.

Weapons may be picked up by pulling down on the joystick.

When the player has a weapon the punch button is used to use the weapon.

Here is a list of some of the weapons you may find during the game.

Stick	Wrench	Cleaver
Spear	Rock	Rifle
Axe	Chainsaw	



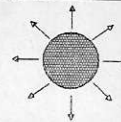
PUNCH

JUMP



1P

2P



PUNCH

JUMP

